JAK II™

Instruction Manual

TEEN
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CONTENT RATED BY ESRB

TIP:

There is a very useful map of Haven City on the flip-side of the game cover.

WARNING:

Read Before Using Your PlayStation®2 Computer Entertainment System.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game–dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions– IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

Handling Your PlayStation®2 Format Disc:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.

Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Jak 2 Tips and Hints

Consumer Service/Technical Support Line 1-800-345-7669
Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday - Saturday 6AM - 8PM and Sunday 7AM - 6:30PM Pacific Standard Time.

Game Hint Guide Information
PlayStation Underground Game Guides
For free hints and tips visit us at www.us.playstation.com.
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No hints will be given on our Consumer Service/Technical Support Line.

Manual Documentation
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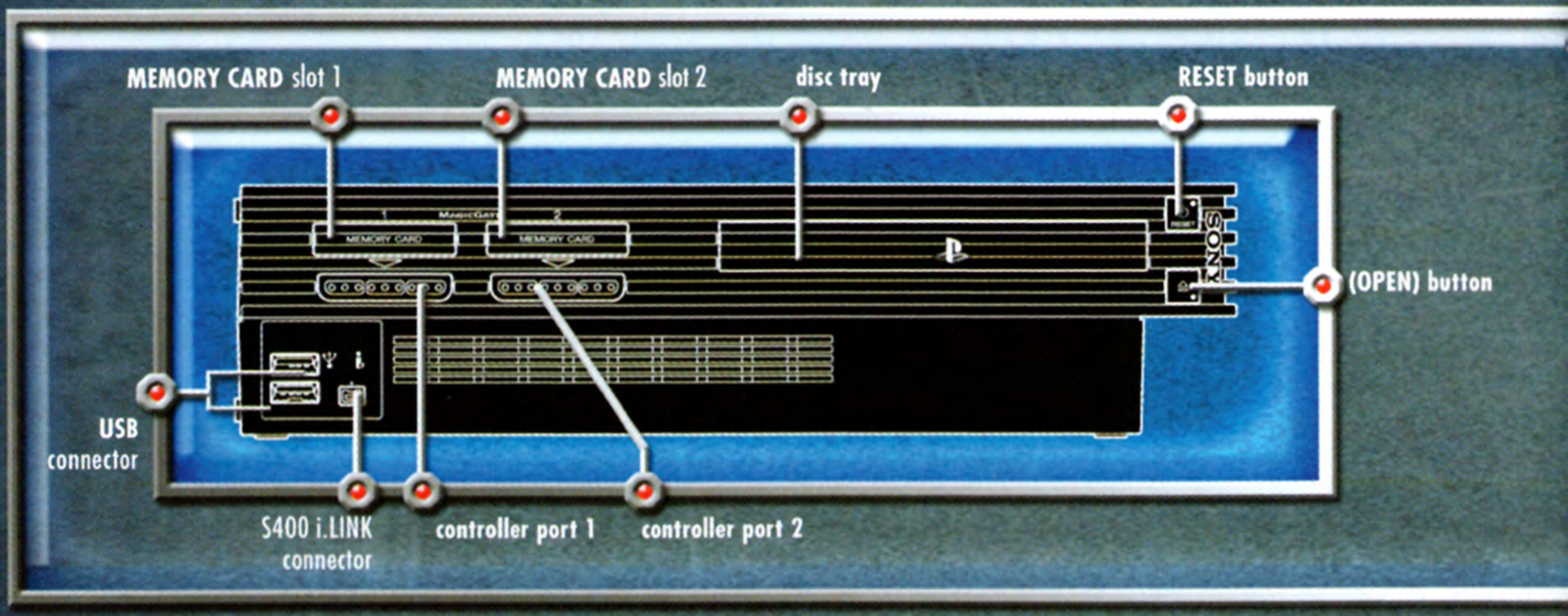
GETTING STARTED

Setting up Your PlayStation®2 System



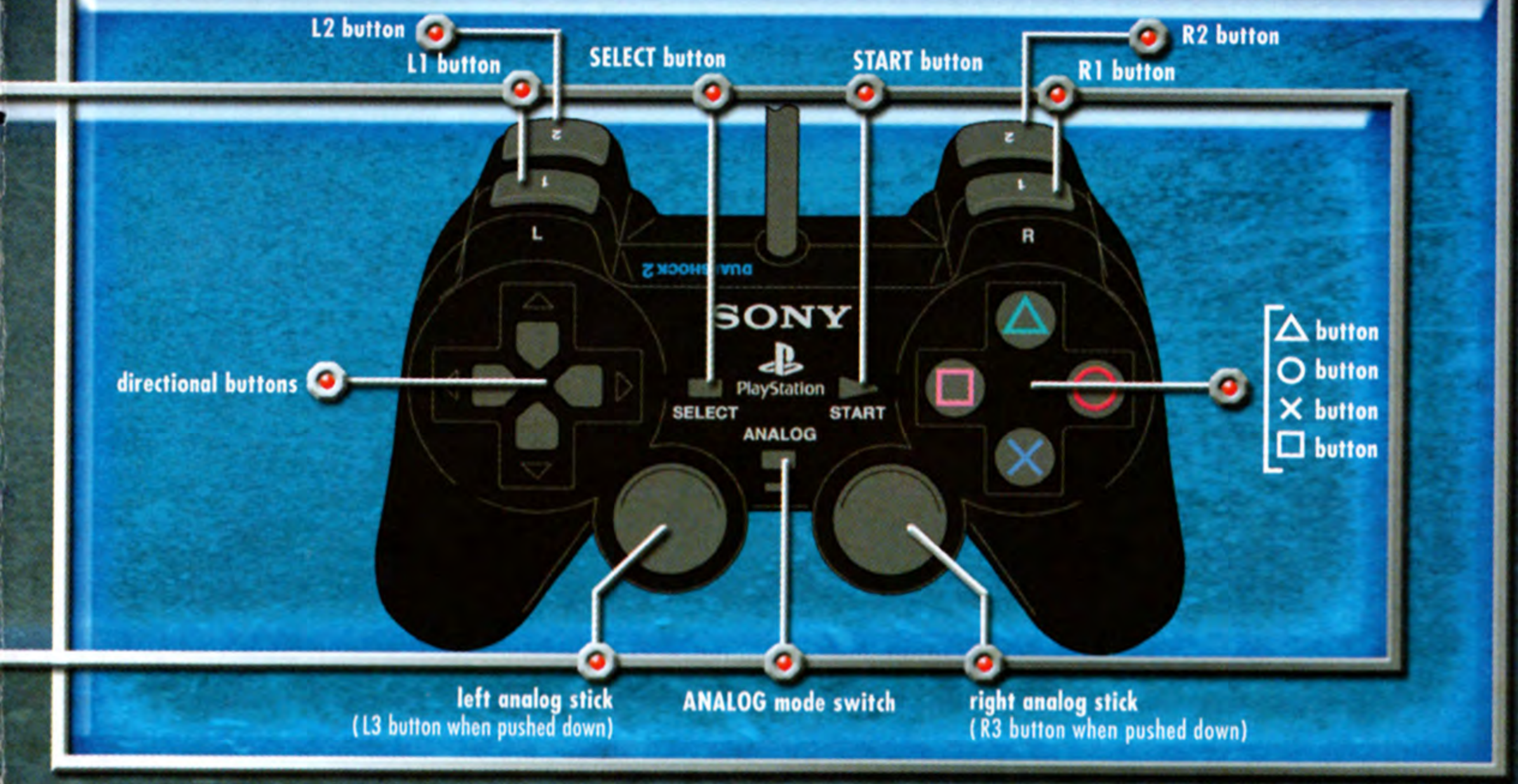
Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator turns green, press the OPEN button and the disc tray will open. Place the Jak II disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a game controller and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. You can load saved game data from the same card or any MEMORY CARD (8MB) (for PlayStation®2) containing previously saved games.

GETTING STARTED

DUALSHOCK®2 Analog Controller Configurations



Starting a New Game

Press the START button at the Title Screen. At the Main Menu, select New Game. When asked if you would like to create a Jak II save file, choose Yes and press ⊗. Jak II has slots for up to four different save files.

Auto Save

As you progress, a special Save icon will appear on screen indicating your progress is being saved. While the icon is on screen, DO NOT remove the memory card (8MB) (for PlayStation®2) or turn off your system.

Manual Save

If the memory card is removed or replaced, the application will disable the Auto Save function until a manual save has been performed. To perform a manual save, access the Save Game option located on the Options Ring by pressing the START button, then rotating the Ring to the Save Game option.

Loading a Saved Game

If you want to resume a saved game, select Load Game at the Main Menu, then choose the saved file you wish to load. You can also load a different saved game file during play by pressing the START button, then rotating the Options Ring to the Load Game option.

GAME CONTROLS

Menu Controls

START	Start Game/Open Options Ring
Left analog stick or directional buttons	Highlight menu item
⊗	Select menu item
△	Previous screen

Vehicle Operation

Left analog stick	Control Vehicle's Rotation/Pitch
Right analog stick	Camera Rotate/Zoom
⊗	Gas – Accelerate
□	Brake – Reverse
R1	Fire Weapon
R2	Switch between High and Low Hover Zones
L1	Hop (Single seater Zoomer)

On Foot

Left analog stick	Walk/Run
Right analog stick	Camera Rotate/Zoom
⊗	Jump
⊗ + ⊗	Double Jump
○	Kick Spin
□	Punch
R3	First Person Camera
Hold L1 + ⊗	Super High Jump
L1 (while still)	Crouch
L1 (while moving)	Roll
L1 (while moving) + ⊗	Rolling Turbo Long Jump
⊗ + □	Dive Attack
⊗ + ○	Aerial Attack
□ + ⊗	Dashing Uppercut
⊗ + □ + ⊗	Super Dive Attack Jump
L1 + □	Crouching Uppercut
□	Dive (while swimming)
L2	Activate Dark Jak (when Dark Eco Meter is full)
△	Commandeer Vehicle
R1	Fire Weapon
L3	Game Stats
SELECT	Pause Game
START	Open Options Ring

TIP:

It's possible to get a little more air time when making precarious jumps by executing a Spin Kick move at the end of your Double Jump.

Morph Gun Operation

Directional button ↑	Equip/Put Away Scatter Gun
Directional button ↓	Equip/Put Away Blaster Weapon
Directional button ←	Equip/Put Away Vulcan Fury
Directional button →	Equip/Put Away Peace Maker
R1	Fire Weapon
○ + R1	Rapid Fire Combo
✕ + ○ + R1	Rapid Fire Aerial Spin

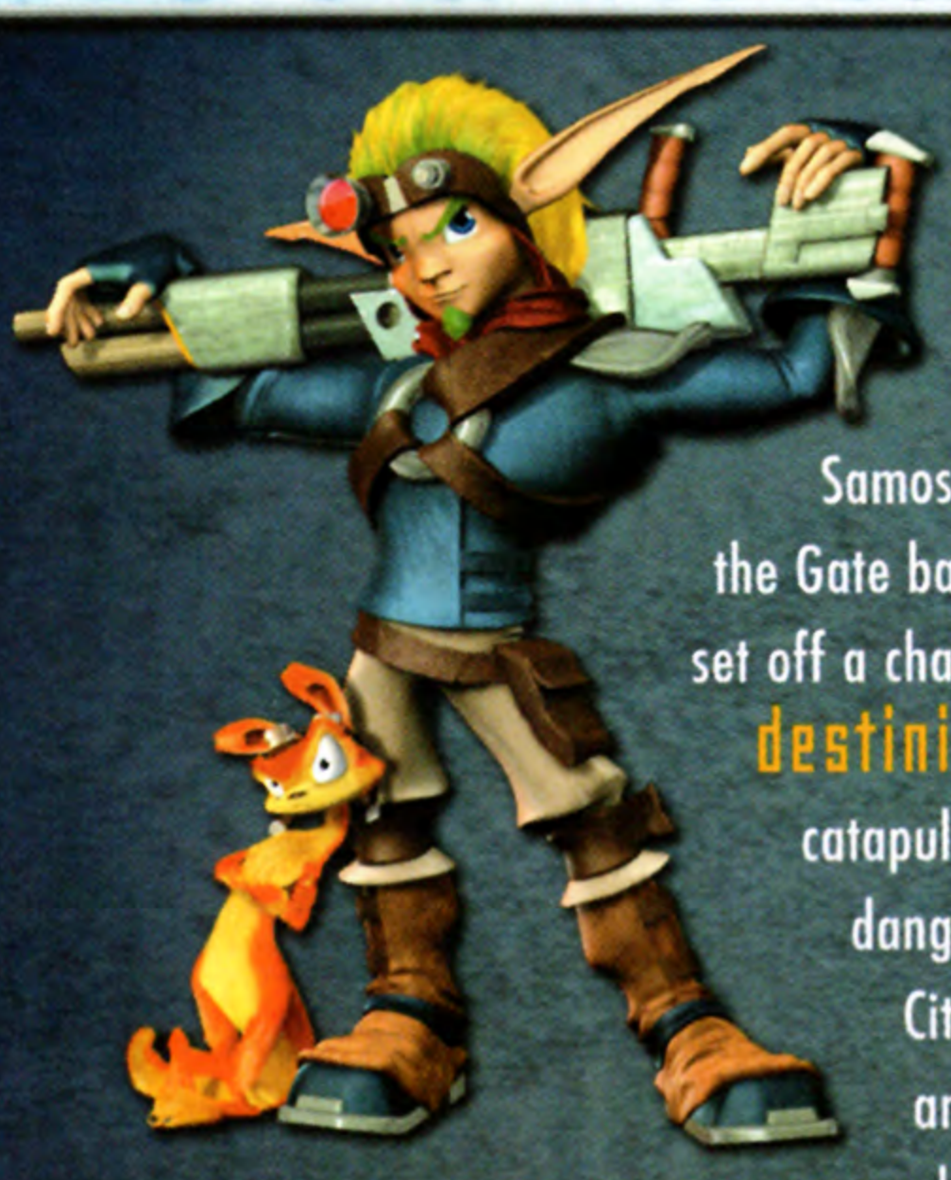
Jet-Board

R2	Get on/off
✕	Jump
L1 + ✕	Duck Jump
✕ + ✕ again after landing	Boost Jump
□ + Left analog stick	Grind
✕ + R1 + Left analog stick or ←/→	Spin/Speed Boost
✕ + R1 + Left analog stick ↑ or ↓	Flip
✕ + R1 + Left analog stick any direction	Trick

Titan Suit

△	Get In/Out
Left analog stick	Walk
Right analog stick	Camera Rotate/Zoom
□	Punch
○	Punch
✕	Boost Jump
L1 + Left analog stick	Push/Pull Object
L1	Pick Up/Put Down Object
□ (while holding object)	Throw Object
○ (while holding object)	Throw Object

THE STORY SO FAR...



At the end of their last adventure, **Jak and Daxter** saved the world from the clutches of the evil Gol and Maia. Discovering a large and mysterious Precursor Rift Gate at the Dark Eco Silo where the epic battle took place, Jak, Daxter, Samos the Sage, and his daughter Keira have been busy reassembling the Gate back at Samos' Hut in Sandover Village. Their actions unknowingly set off a chain of events that will **shape** their **destinies.** The Rift Gate is opened, catapulting the group into a gritty, dangerous metropolis called Haven City. Separated from one another, Jak is thrown in prison and forced to endure two torturous years of Dark Eco experiments at the hands of Baron Praxis, the ruler of Haven City. Meanwhile, Daxter has spent the last two years trying to free Jak from the bowels of the Baron's Prison Fortress. When he finally finds Jak, Daxter discovers that his friend has been changed forever. Upon their escape, the two become embroiled in a quest for **revenge** against the Baron, to find a way to get back home, and ultimately, to fulfill a prophecy that will reveal the true heir to the throne of Haven City... A new chapter begins.

THE OPTIONS RING

Pressing the START button anytime during the game will open the Options Ring. Use the left analog stick or directional button to cycle through your choices and press ⊗ to confirm your selection. Press △ to return to the game.

Missions

The Missions Screen shows your current Mission in progress, as well as the Missions completed. Use the left analog stick or directional button to cycle through them.

Show Map

The Map Screen shows the map of the area you are currently in, as well as your location and direction you are facing. The filled-in colored sections represent areas you've already been, while the darkened sections represent areas you have yet to explore.

High Scores

The High Scores Sceen displays your High Scores for each of Jak II's many mini-game challenges. These include Racing, Gun Training, Jet-Board, and many more.

Game Options

You can adjust the Game Options before or during your game. The Game Options Screen allows you to turn on/off the Vibration Function, Subtitles, and choose the Language for the game's speech and text.

THE OPTIONS RING

Graphic Options

The Graphic Options Screen allows you to Center the screen, change the Aspect Ratio (from standard 4x3 to widescreen 16x9) and turn on/off the Progressive Scan option (for use with high-end televisions that support 480i Progressive Scan).

Sound Options

The Sound Options Screen allows you to adjust the volume levels for the Sound Effects, Music and Speech, as well as the Sound Format. Jak II supports Mono, Stereo, and Dolby Pro Logic II Surround Sound. Choose each option with ⊗ and use the left analog stick or directional button to set the level.

Load Game

The Load Game Screen allows you to resume a saved game, or load a different saved game file during play.

Save Game

Jak II automatically saves as you progress, but it is also possible to manually save your progress by choosing the Save Game Screen. Jak II has slots for up to four different save files.

Secrets

The Secrets Screen is where you can cash in the Precursor Orbs you've collected for a variety of extra goodies and secrets. Each secret has an assigned Precursor Orb cost. Once purchased, secrets can either be accessed through the Secrets option at the Title Screen, or the Secrets Screen on the Options Ring. Good luck uncovering them all!

Restart/Quit

You can restart any mission in progress by selecting the Restart/Quit Screen. You can also quit the game and return to the Title Screen by choosing the Quit Game option.

THE GAME SCREEN

Game Screen Info

Game screen info can be accessed by pressing L3.

Health Meter

The Health Meter displays the current amount of Green Eco you have collected. When empty, you will lose a life.

Dark Eco Meter

The Dark Eco Meter displays the current amount of Dark Eco you have collected. When full, it will change into an icon of Dark Jak and appear in the bottom left corner of the screen, letting you know it is possible to transform into Dark Jak.

City Map

The City Map will help you navigate the congested streets and airways of Haven City and is an essential tool for survival. The blue arrow represents your current position and the direction you are facing. Small red dots represent patrolling Krimzon Guards on foot, with the red cones showing their line of sight. Large red dots represent Krimzon Guard air patrols. White dots represent parked vehicles. Green flashing dots represent the location of a certain goal or objective. Icons show the destination of your next mission.

ESSENTIAL ITEMS

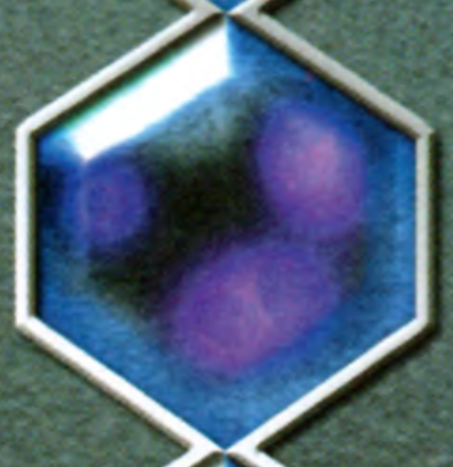
Krimzon Guard Crates

Breaking open Krimzon Guard Crates will reveal many useful items.

Health Packs

These Health Packs contain small amounts of Green Eco. One Health Pack will replenish one quarter of your health

Dark Eco



Due to the Dark Eco experiments conducted on Jak by Baron Praxis, he can now absorb this dangerous substance in small concentrated amounts and use it to transform into Dark Jak.

Ammunition

There are different kinds of color-coded ammunition, corresponding to each of the Morph Gun upgrades. Red = Scatter Gun, Yellow = Blaster Weapon, Blue = Vulcan Fury, Purple = Peace Maker.

Metal Head Skull Gems

Metal Head Skull Gems are used to prove to a mysterious teacher that you are worthy of learning how to control your Dark power.

Precursor Orbs

Precursor Orbs are a rare commodity. You can find them hidden in and around each environment, and can also earn them by completing specific tasks. Once obtained, Precursor Orbs can be cashed in for a variety of Secret options and features.

TIP:

Search every nook and cranny of Haven City and its interiors, as Precursor Orbs can be found hidden away in the cleverest places.

THE CITY

Haven City is not a friendly place. Under constant attack from vicious Metal Head creatures and ruled with an iron fist by Baron Praxis, you will not only have to learn how to safely navigate its congested streets and air ways patrolled by his Krimzon Guard, but also know who you can depend on and trust.

Krimzon Guard

The Krimzon Guard is the Baron's own ruthless security force. One wrong move on your part will send the Guard on full alert, setting off the City's Defenses and bringing down the full force of their might. Knocking into a Guard, assaulting a citizen in front of one, and commandeering one of their vehicles is enough to raise their alarm. Outrunning and hiding from them is the only way to lower their defenses back to normal status.

Security Passes

Haven City is a huge metropolis, with many quadrants and zones that can only be accessed with special Security Passes. If you do not have a Security Pass for one of its zones, it will be cordoned off until you acquire the corresponding Pass.

MISSIONS

You will meet a variety of Haven City's inhabitants, some looking to help your cause and some with their own agenda, but you'll find they all need you to do something for them.

Mission Structure

As you progress through the game, new icons will appear on the City Map indicating important destinations. Each destination has someone waiting for you to send you out on a mission. It's possible to have multiple icons on the Map at any one time, allowing you to choose which mission to go on next.

TIP:

Want to get to a destination quickly? Help yourself to any of Haven City's Zoomers. To commandeer a vehicle, get underneath or next to it and press △.

GETTING TO KNOW JAK

Jak has been through quite a bit since his last adventure, and now has many **abilities** and **attributes** that he did not possess before.

Dark Jak

Due to exposure to Dark Eco, Jak can transform himself into Dark Jak - a crazed, powerful creature that is temporarily capable of unleashing massive attacks and devastating moves against multiple enemies at once. When the Dark Eco meter is full, pressing L2 will activate Dark Jak. It's rumored that Metal Head Skull Gems can help Jak tap into his unknown powers.

Jet-Board

Once obtained, you can use the Jet-Board at any time. Pressing R2 will get you on and off the Jet-Board, and using L1 and R1, in combination with ⊗ and left analog stick, will allow you to pull off a variety of tricks.

TIP:

The Jet-Board can also hover over many harmful substances, including lakes of Dark Eco.

Vehicles

Zoomers are the perfect transportation for getting around Haven City. Sometimes, "borrowing" a vehicle from one of its citizens will be necessary in order to complete a mission. To commandeer a vehicle, get underneath or next to it and press △.

TIP:

Zoomers come in various shapes and sizes. The larger ones are slow and cumbersome, but can take more damage, while the smaller ones are quick and agile, but are easily damaged and destroyed.

Titan Suit

The Titan Suit can literally give you the upper hand with its tough metallic surface and its incredible strength. Built to move large objects, knock down barriers and traverse hazardous environments (including underwater), this mechanized suit is also great for fending off Metal Heads with a serious one-two punch.

TIP:

To shake off an attacking Metal Head, while in the Titan Suit, continually use the Boost Jump by pressing ⊗ repeatedly.

MORPH-GUN

The Morph-Gun will aid you in your attacks against the Metal Heads. There are multiple upgrades and modifications that can be made to the gun, giving it different firepower capabilities.

Scatter Gun

The Scatter Gun is a good short-range weapon that can take out multiple enemies with its wide field of fire. While it comes equipped with a standard capacity of 50 units of ammunition, it can be upgraded to hold up to a total of 100 units.

Blaster Weapon

The Blaster Weapon is a good all around weapon with a solid rate of fire. It also has a laser sighting that can help target enemies from far away. While it has an initial limit of 100 units of ammunition, it can be upgraded to hold up to 200 units.

Vulcan Fury

The Vulcan Fury has less range than the Blaster Weapon, but its machine gun-like capability outputs a higher rate of fire. Like the Blaster Weapon, the Vulcan Fury is equipped with a laser sight to help get a bead on long-range targets. It also comes with a standard capacity of 100 units of ammunition, but can be upgraded to 200 units.

Peace Maker

The Peace Maker is a lethal weapon that fires charged particles of electricity. If multiple enemies are within its range, the electricity will arc and separate, targeting all in its path. Use it sparingly, as its standard capacity is 5 units of ammunition and can only be upgraded to a maximum of 10 units.

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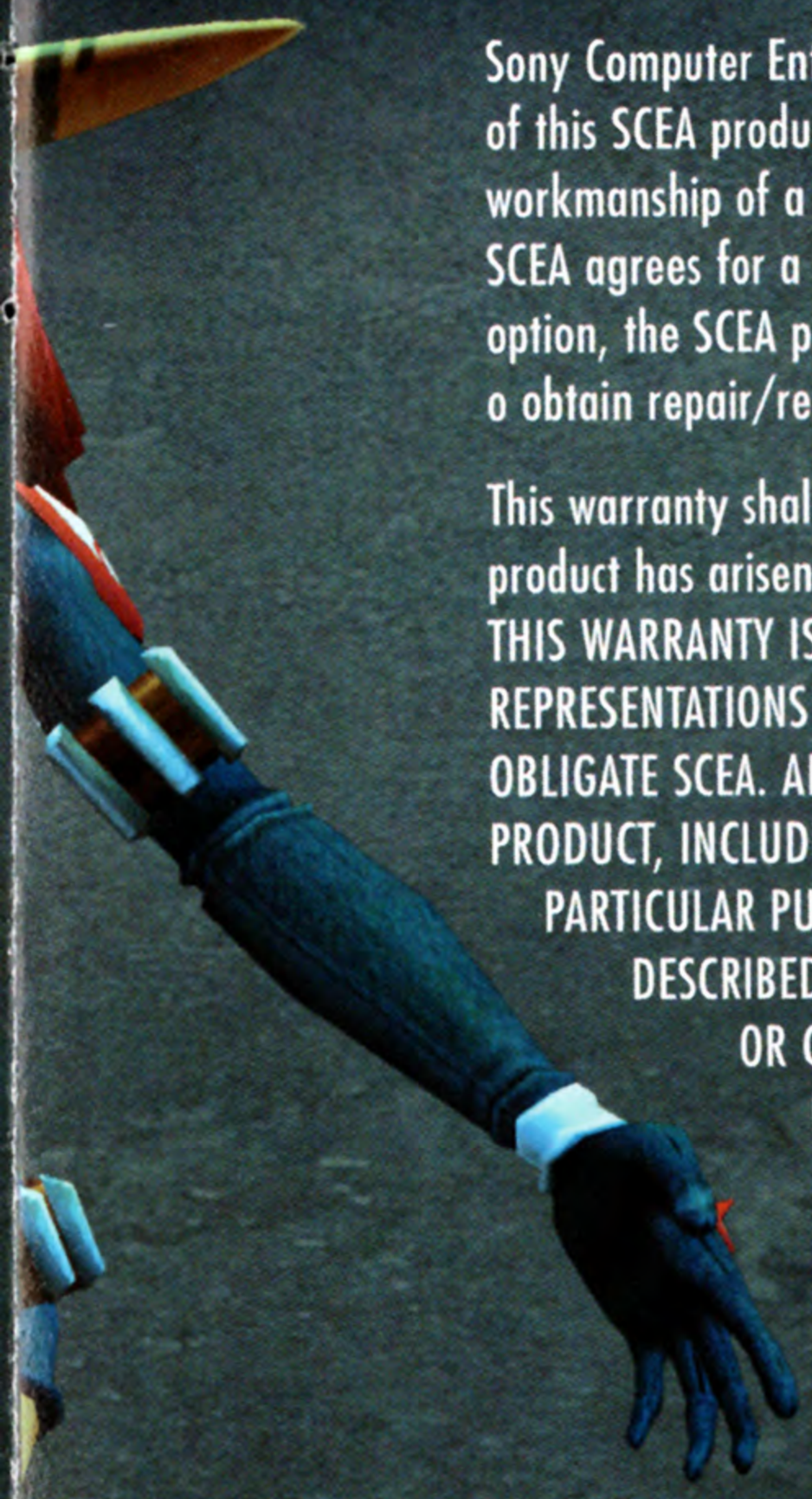

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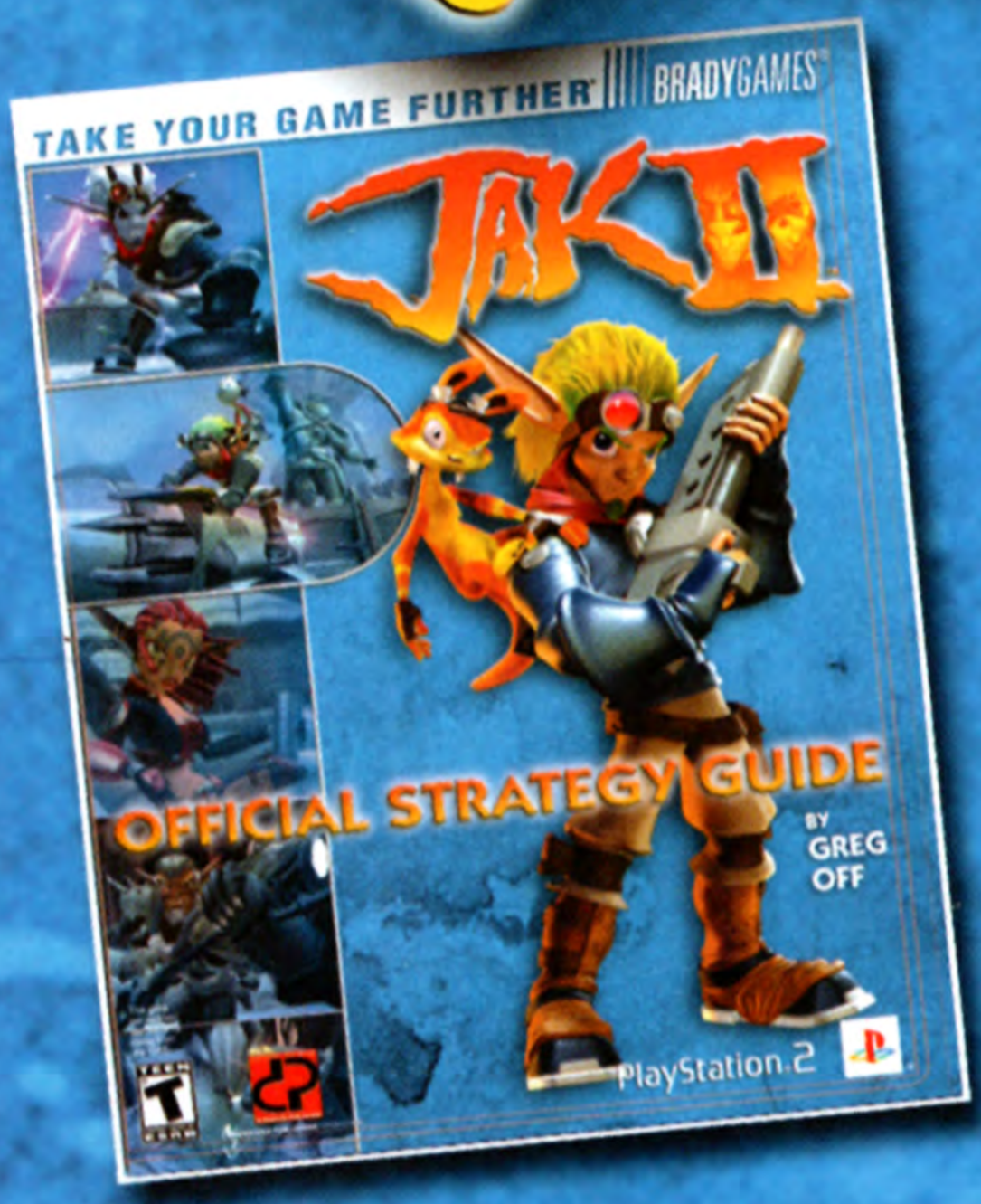
JAK II™



- **Detailed maps of all locations, with call-outs for items**
- **All Secrets revealed**
- **Strategies for completing every mission**
- **Every Precursor Orb unearthed**
- **Learn to master every one of Jak's many moves and attacks**
- **Haven City and its surroundings explored completely**

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PlayStation®2

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